Horizons report handout 2010 p. 3-8, 9-12

Education 2080

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Eight Most Interesting Concepts:

1. The abundance of resources and technology today that are easily accessible must be realized by educators and institutions because information is everywhere.
2. In today’s society, people expect to be able to work, learn, and study wherever and whenever they want to.
3. The role of school, and the way we prepare students for their future is changing since 2007.
4. Digital Media literacy continues to rise in importance as a key skill in every profession and discipline.
5. Schools are challenged with providing more support to students with fewer resources and staff than before.
6. Likely, in the near future, mobile computing will become a new trend with students on campuses. This means using their smart phones for school use and access to the internet.
7. In the next twelve months, open content is expected to mainstream; which means making their course material openly available to everyone on the internet.
8. Electronic books have had a dramatic upswing in their acceptance and use in the past twelve months.

Four Questions or Ideas to Pursue:

1. With the rise in technology, how will we be able to keep up with the cost and the amount of resources available?
2. With gesture based computing, it may be easier for people with special needs to use technology with just the swipe of a finger.
3. What are the potential advantages and disadvantages of technology rising the way it is?
4. How can we learn more about the horizon report services and upcoming technology?

Eight Most Interesting Concepts:

1. The mobile community today has over 4 billion subscribers, the fastest growing sales regiment for phones are the smart phones, which is why mobile computing is becoming a trend.
2. Users expect to access to data and services anytime and anywhere that not very long ago weren’t available.
3. A middle ground for the cell phone platform includes netbooks, smart books, and other specialized devices such as the iPad.
4. As the use of mobile computing devices increases, studies have begun to emerge documenting the efficiency of both of the tools and techniques used to employ them.
5. When a study was done with two groups of students, some assigned to use mobile devices to research and some assigned to only use desktop computers; the students using the mobile devices were shown to spend a lot more time on the project than the ones without.
6. The potential of mobile computing is being demonstrated in hundreds of colleges and universities around the world.
7. For example, one university is developing an app that will deliver blood check reminders to patients with the disease and provide resources about diabetes management.
8. At Bluegrass community college, they have replaced many outdoor cookbook labs by using tablets in their place.

Four Ideas or Questions to Pursue:

1. With the new rise in using mobile computing, will using desktop computers become obsolete?
2. How will the cost of all of these technological advances affect the education given at these institutions?
3. Will it cost more to get enough people who know about the products to teach everyone else how to effectively use them?
4. How quickly will the mobile computing world replace the days of paper research and desktop computers?

Transforming American Education Learning Powered by Technology: Executive Summary

Eight Most Interesting Key Concepts:

1. A plan called the National Education Technology Plan was made in 2010 and sets up complete guidelines on how to implement more technology in schools.
2. This plan has goals proposed in five essential areas: learning, assessment, teaching, infrastructure, and productivity.
3. The nation’s governors and state education chiefs have come up with technology based assessments that combine cognitive research and theory about how technology makes it possible to assess skills.
4. Technology allows teachers to connect because they have 24/7 resources and communications with each other.
5. Even though there is a lot of technology incorporated in education today, there is revolutionary change in the amount of technology used that is being driven forward by educators.
6. We are trying to apply technology and ensure that students are making appropriate progress through a standard system.
7. By using technology we are hoping to have every student complete high school and one year of post-secondary school or training in some field.
8. In the United States, education is primarily the responsibility of the state and local responsibility.

Four Questions or Ideas to Pursue:

1. How will we implement this plan in the most effective way in the least amount of time?
2. How easy will the task of getting every student to attend at least one year of post-secondary school and graduate high school?
3. An idea to pursue would be how we can switch up the old-fashioned grade level spit, instead of sorting classes by age; we can do it by performance level.
4. What are the biggest drawbacks of this idea to implement more technology in the school systems?

Transforming American Education Learning Powered by Technology: Chapter 1

Eight Most Interesting Key Concepts:

1. This is their goal: All learners will have engaging and empowering learning experiences both in and out of school that prepare them to be active, creative, knowledgeable, and ethical participants in our globally networked society.
2. The challenge is to set up technology that will mirror students’ everyday lives and the reality of their futures.
3. Technology will support learning by providing engaging environments and tools for understanding and remembering content.
4. Technology gives students the opportunity to take ownership of their own learning. They are able to manage their own learning patterns.
5. Professionals use many tools in technology such as wikis, blogs, and user-generated content research, collaboration, and communication demanded in their jobs.
6. By using technology to present information in many different ways, it helps increase the chances that students will learn the information better.
7. Universal design for learning provides way to make learning the material more accessible for all types of learners.
8. This provides multiple and flexible means of engaging all students to tap into diverse learners interests, and challenges them appropriately.

Four Questions or Ideas to Pursue:

1. What are some potential hurdles that we may run into when trying to implement the Universal Design for Learning approach?
2. Technology is an important part of today’s education system, but it is also a quite expensive way, what are some ways to keep the cost down?
3. How will we bridge the gap between the people who are able to afford all of the technologies and people/districts that aren’t?
4. What will we do to help accommodate English language learners, minorities, and low-income learners, as well as learners with disabilities?